

**In the Claims:**

The following is a detailed listing in ascending order of all claims that are or were in the application irrespective of whether the claim(s) remain under examination in the application, and pursuant to 37 CFR 1.121 (c).

No amendments are currently requested.

1. (Previously Presented) A method of playing a bingo-type game, said method comprising the steps of:

generating an end game result of the bingo-type game indicative of whether a player has won or lost the bingo-type game; and

displaying an award representation of the end game result through a mechanical technological aid at an electronic play station.

2. (Original) A method as set forth in claim 1 wherein the mechanical technological aid includes one or more mechanical spinning reel.

3. (Original) A method as set forth in claim 1 wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reel, one or more mechanical spinning wheel, one or more mechanical die, one or more mechanical playing card, and combinations thereof.

4. (Previously Presented) A method as set forth in claim 1 further comprising the step of creating a first bingo card for a first player and a second bingo card for a second player that is different than the first bingo card and prior to the step of generating the end game result of the bingo-type game.

5. (Previously Presented) A method as set forth in claim 4 further comprising the step of generating at least one called number shared in common by the first and second players prior to the step of generating the end game result of the bingo-type game.

6. (Previously Presented) A method as set forth in claim 5 further comprising the step of reporting the at least one called number to the electronic play station for comparison to the first and second bingo cards after the at least one called number has been generated.

7. (Original) A method as set forth in claim 5 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

8. (Original) A method as set forth in claim 7 wherein the called numbers are generated at the same time.

9. (Original) A method as set forth in claim 7 wherein the called numbers are generated in succession.

10. (Previously Presented) A method as set forth in claim 7 wherein the step of generating the end game result of the bingo-type game further comprises the step of determining whether the called numbers establish a game-ending pattern on any one of the first and second bingo cards.

11. (Previously Presented) A method as set forth in claim 10 wherein the step of displaying the representation of the end game result through the mechanical technological aid comprises the step of displaying a representation of the end game result through a mechanical technological aid in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

12. (Previously Presented) A method as set forth in claim 11 further comprising the step of awarding a game-ending prize in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

13. (Original) A method as set forth in claim 12 further comprising the step of requiring a daubing of the game-ending pattern prior to awarding the game-ending prize.

14. (Original) A method as set forth in claim 12 further comprising the step of providing an auto-daubing option prior to awarding the game-ending prize.

15. (Previously Presented) A method as set forth in claim 11 further comprising the step of ending the bingo-type game in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

16. (Previously Presented) A method as set forth in claim 7 wherein the step of generating the result of the bingo-type game further comprises the step of determining whether the called numbers establish an interim pattern on any one of the bingo cards.

17. (Previously Presented) A method as set forth in claim 16 wherein the step of displaying the representation of the end game result through the mechanical technological aid comprises the step of displaying a representation of the end game result through a mechanical technological aid in response to determining whether the interim pattern has been established on any one of the bingo cards.

18. (Previously Presented) A method as set forth in claim 17 further comprising the step of awarding an interim prize in response to determining whether the interim pattern has been established on any one of the bingo cards.

19. (Original) A method as set forth in claim 18 further comprising the step of requiring a daubing of the interim pattern prior to awarding the interim prize.

20. (Original) A method as set forth in claim 18 further comprising the step of providing an auto-daubing option prior to awarding the interim prize.

21. (Previously Presented) A method as set forth in claim 1 further comprising the step of determining whether a plurality of players are playing the bingo-type game prior to generating the end game result of the bingo-type game.

22. (Previously Presented) A method of playing a bingo-type game, said method comprising the steps of:

creating a bingo card;

generating at least one called number;

determining whether the at least one called number establishes at least one of a game-ending pattern or an interim pattern on the bingo card;

generating an end game result of the bingo-type game correlating to the determination of whether the at least one called number establishes at least one of the patterns; and

displaying an award representation of the end game result through a mechanical technological aid at an electronic play station.

23. (Previously Presented) A method as set forth in claim 22 wherein the mechanical technological aid includes one or more mechanical spinning reels.

24. (Previously Presented) A method as set forth in claim 22 wherein the mechanical technological aid is selected from the group of one or more mechanical

spinning reels, one or more mechanical spinning wheels, one or more mechanical dies, one or more mechanical playing cards, and combinations thereof.

25. (Previously Presented) A method as set forth in claim 22 wherein the step of generating the end game result of the bingo-type game further comprises the step of reporting the at least one called number to the electronic play station for comparison to the bingo card after the at least one called number has been generated.

26. (Original) A method as set forth in claim 22 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

27. (Original) A method as set forth in claim 26 wherein the called numbers are generated at the same time.

28. (Original) A method as set forth in claim 26 wherein the called numbers are generated in succession.

29. (Original) A method as set forth in claim 22 further comprising the step of awarding a prize in response to determining whether the game-ending pattern or the interim pattern has been established on the bingo card.

30. (Original) A method as set forth in claim 29 further comprising the step of requiring a daubing of the game-ending pattern or the interim pattern prior to awarding the prize.

31. (Original) A method as set forth in claim 29 further comprising the step of providing an auto-daubing option prior to awarding the prize.

32. (Previously Presented) An apparatus for playing a bingo-type game, said apparatus comprising:

a server for generating at least one called number that correlates to a result of said bingo-type game;

a plurality of electronic play stations in operative communication with said server and comprising respective mechanical technological aids for displaying an award representation of said result of said bingo-type game; and

wherein said server creates a plurality of bingo cards and communicates said created plurality of bingo cards to said respective ones of the plurality of electronic play stations, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on any one of said plurality of bingo cards.

33. (Cancelled)

34. (Previously Presented) An apparatus as set forth in claim 32 wherein each one of said plurality of electronic play stations further comprise a controller for creating a respective one of the plurality of bingo cards, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on at least one of said plurality of bingo cards.

35. (Previously Presented) An apparatus as set forth in claim 34 wherein said server compares said at least one called number to said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

36. (Previously Presented) An apparatus as set forth in claim 34 wherein said controller of each one of said plurality of electronic play stations compares said at least one called number to each one of said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

37. (Previously Presented) An apparatus as set forth in claim 36 wherein said controller of each one of said plurality of electronic play stations is in operative communication with said mechanical technological aid of each one of said plurality of electronic play stations for displaying said result of said bingo-type game.

38. (Previously Presented) An apparatus as set forth in claim 32 wherein said server and said plurality of electronic play stations communicate via an Ethernet network.

39. (Original) An apparatus as set forth in claim 32 wherein said server generates a plurality of called numbers.

40. (Previously Presented) An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server at the same time.

41. (Previously Presented) An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server in succession.

42. (Previously Presented) An apparatus as set forth in claim 32 wherein said server is local relative to said plurality of electronic play stations.

43. (Previously Presented) An apparatus as set forth in claim 32 wherein said server is remote relative to said plurality of electronic play stations.

44. (Previously Presented) An apparatus as set forth in claim 34 wherein each one of said plurality of electronic play stations further comprises a video display section and a mechanical display section with a respective one of said plurality of bingo cards and said at least one called number displayed on said video display section and with said mechanical technological aid disposed within said mechanical display section.

45. (Original) A method of playing said bingo-type game with the apparatus of claim 32.

46. (Previously Presented) A program product for playing a bingo-type game wherein said program product code is stored on computer readable media and comprises:

    a result program code for generating an end game result of the bingo-type game;  
and

    a display program code for displaying an award representation of the end game result through a mechanical technological aid at an electronic play station.

47-48. (Cancelled)

49. (Previously Presented) A method of playing a bingo-type game, the method comprising the steps of:

    creating at least one bingo card for each one of at least one player;

    generating at least one called number common for all of the at least one player;

    determining whether the at least one called number establishes at least one of a game-ending pattern on the at least one bingo card;

    generating at least one end game result of the bingo-type game for each one of the at least one player;

displaying a win representation through a mechanical technological aid if a respective one of the at least one end game result is a win for a respective one of the at least one player; and

displaying a lose representation through the mechanical technological aid if the respective one of the at least one end game result is a lose for the respective one of the at least one player.